The department of computer science and engineering (CSE) offers undergraduate and graduate programs of study in computer science, computer science and business, and computer engineering, along with research opportunities in these fields. Computer science is the study of computer algorithms, software systems, and the effective use of computers to solve real-world problems and to develop new applications. Computer engineering is the study of how to develop new computer systems and how to integrate computers with electronic devices. Lehig's majors prepare students for graduate school or for any of the different careers in computer science, computer engineering or computer systems analysis. Computer science and computer engineering and their related careers represent, in the US workplace, the largest field of engineering larger than all others, including electrical engineering, combined. More discussion on the career potential, as well as the most up to date course offerings can be found on our departmental web site, www.cse.lehigh.edu.

Lehigh University offers a bachelor of science degree in computer science from the P. C. Rossin College of Engineering and Applied Science; the bachelor of science degree in computer science, and the bachelor of arts degree with a major in computer science, from the College of Arts and Sciences; and a bachelor of science in Computer Science and Business, jointly supported by the P.C. Rossin College of Engineering and Applied Science and the College of Business and Economics. A minor in computer science is available except to students majoring in computer engineering or electrical engineering. Graduate study in the department leads to the degrees of master of science and doctor of philosophy (Ph.D.) in computer science. In conjunction with the department of Electrical and Computer Engineering (ECE), a bachelor of science degree in computer engineering and the master of science and Ph.D. degrees in computer engineering are also offered in the P.C. Rossin College of Engineering and Applied Science. In conjunction with the College of Business and Economics, the CSE department also takes part in the masters of business and engineering (MB&E) program and in the integrated business and engineering major. Except for the Bachelor of Arts degree, each of the above programs is accredited by the Computer Accreditation Commission of ABET, Inc.,www.ABET.org.

The undergraduate programs emphasize the fundamental aspects of their respective areas, with extensive hands-on experiences for the students. Electives permit students to tailor their programs according to their interests and goals, whether they be in preparation for graduate study or entry into industry. The department highly recommends that students give focus to their electives by following one of the tracks listed in the department website at www.cse.lehigh.edu/TRACKS. Students have the opportunity to synthesize and apply their knowledge in a senior design project. Students are encouraged to become involved in the many research projects within the department, and may use independent study courses and their senior project as a way to participate while receiving course credit.

The graduate programs enable students to deepen their professional knowledge, understanding, and capability within their subspecialties. Each graduate student develops a program of study in consultation with his or her graduate advisor. Key thrust areas in the department include:

**Computer Systems Engineering:** computer architecture, sensor networks, robotics, mobile and wearable computing, and networking.

**Software Systems Engineering:** software architectures, parallel and distributed computing, object-oriented soft ware, middleware, Web-based systems and networked software systems.

**Information Systems Engineering:** database, data mining, bioinformatics, computer graphics, optimization, multimedia systems, expert systems, artificial intelligence, and computer vision.

Both graduate and undergraduate research are encouraged. The department maintains a number of computer laboratories in support of computer science and computer engineering and the ECE department maintains additional laboratories supporting the hardware aspects of computer engineering. The department has research laboratories in robotics, networking, image processing, artificial intelligence, security, and web mining. These laboratories and their associated research activities are described more completely in the departmental web site (www.cse.lehigh.edu). While these laboratories are research oriented, they are also used for undergraduate projects.

Computer laboratory usage is an essential part of the student's education. The primary department resources include a network of more than 60 workstations, file servers, and compute servers running the Unix operating system. These systems provide an array of software tools for our students and researchers including programming languages (C, C++, Java, Perl, Python, Ruby, Matlab, etc.), software development tools, software and hardware simulators, and computer-aided design packages. One of our teaching labs contains workstations specifically designed for flexibility in running different operating systems so that students can become system administrators, network defenders, or designers of high-performance code utilizing graphical processing units (GPUs) within a controlled environment.

The department's computers are connected via gigabit Ethernet to the university's backbone network. The university is connected through multiple high-capacity connections to the Internet as well as a connection to Internet2. Neither the department nor the university requires a student to own a personal computer. In addition to the departmental resources, the university provides campus-wide wireless network access, public sites containing hundreds of PCs and Macintoshes, multiple large-capacity compute servers, and most classrooms are equipped with a PC and a video projection system. A detailed description of the curricular programs follows with a listing of the required courses and with a listing of the departmental course offerings. The departmental courses carry the prefixes CSE for computer science and engineering and ECE for electrical and computer engineering. Students should consult both listings for courses appropriate to their career goals.

**Professors.** Mooi Choo Chuah, PHD (University of California San Diego); Henry F. Korth, PHD (Princeton University); Daniel P. Lopresti, PHD (Princeton University)

**Associate Professors.** Liang Cheng, PHD (Rutgers University); Brian D. Davison, PHD (Rutgers University); Jeffrey D. Valin, PHD (University of Maryland College Park); Xiaolei Huang, PHD (Rutgers University); Hector Munoz-Avila, PHD (Technische Universität Kaiserslautern); John R. Spletzer, PHD (University of Pennsylvania); Gang Tan, PHD (Princeton University)

**Assistant Professors.** Yinzhi Cao, PHD (Northwestern University); Brian Y Chen, PHD (Rice University); Michael F. Spear, PHD (University of Rochester); Ting Wang, PHD (Georgia Institute of Technology)

**Professors Of Practice.** James A Femister, PHD (Lehigh University); Eric Fouh Mbindi, PHD (Virginia Tech); Sharon M. Kalafut, MS (The Pennsylvania State University); Jason Loew, PHD (State University of NY, Binghamton University)

**Emeriti.** Henry S. Baird, PHD (Princeton University); Glenn D. Blank, PHD (University Wisconsin at Madison); Donald J. Hillman, PHD (University of Cambridge); Edwin J Kay, PHD (Lehigh University); Roger N. Nagel, PHD (University of Maryland)

**UNDERGRADUATE PROGRAMS**

**Mission Statement for the Computer Science and Engineering Programs**

The mission of the computer science and computer engineering programs is to prepare computer scientists and computer engineers to meet the challenges of the future; to promote a sense of scholarship, leadership and service among our graduates; to instill in the students the desire to create, develop, and disseminate new knowledge; and to provide international leadership to the computer science and engineering professions.
Program Educational Objectives in Computer Science
Graduates of the Bachelor of Science in Computer Science Programs will:

- Apply their education in computer science to the analysis and solution of scientific, business, and industrial problems.
- Account for ethical and social issues when solving scientific, business, and industrial problems.
- Function effectively in a collaborative team and effectively communicate with members of the team.
- Engage in continued education in their field of expertise.
- Attain positions of leadership in their chosen field.

BACHELOR OF SCIENCE IN COMPUTER ENGINEERING
See catalog entry for Computer Engineering (http://catalog.lehigh.edu/coursesprogramsandcurricula/engineeringandappliedscience/computerengineering).

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND BUSINESS
See catalog entry for Computer Science and Business (http://catalog.lehigh.edu/coursesprogramsandcurricula/interdisciplinaryundergraduatestudy/computerscienceandbusinessprogram).

BACHELOR OF SCIENCE IN COMPUTER SCIENCE
Bachelor of Science in Computer Science degree programs are available to students through either the College of Arts and Sciences or the P. C. Rossin College of Engineering and Applied Science. Both programs are accredited by the Computing Accreditation Commission of ABET (http://www.abet.org). The two programs are identical in the fundamental requirements in mathematics and computer science, and the programs are appropriate for entry into management or industrial positions. They are also appropriate for continued graduate study, though students considering graduate study are strongly encouraged to consider taking part in a research project during their junior year. The two BS programs differ in their non-computer science content in that the students must fulfill the distribution requirements of the respective college.

The required courses for the degrees contain the fundamentals of discrete mathematics, structured programming, algorithms, computer architecture, compiler design, operating systems, and programming languages. A strong foundation in mathematics is required. Because many courses are frequently offered, there are many sequences in which courses may be taken to satisfy the requirements. Below are the requirements for the B.S. degrees. See www.cse.lehigh.edu/COURSES for links to sample sequences and for a list of all CSE courses, their prerequisites, and when they are offered.

P. C. ROSSIN COLLEGE OF ENGINEERING AND APPLIED SCIENCE
Bachelor of Science in Computer Science
Total required credit hours: 128

Required Computer Science courses

<table>
<thead>
<tr>
<th>Course</th>
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<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSE 002</td>
<td>Fundamentals of Programming</td>
<td>2</td>
</tr>
<tr>
<td>CSE 017</td>
<td>Programming and Data Structures</td>
<td>3</td>
</tr>
<tr>
<td>CSE 097</td>
<td>Systems Software</td>
<td>4</td>
</tr>
<tr>
<td>CSE 202</td>
<td>Computer Organization and Architecture</td>
<td>3</td>
</tr>
<tr>
<td>CSE 216</td>
<td>Software Engineering</td>
<td>3</td>
</tr>
<tr>
<td>CSE 261</td>
<td>Discrete Structures</td>
<td>3</td>
</tr>
<tr>
<td>CSE 280</td>
<td>Programming Languages</td>
<td>3</td>
</tr>
<tr>
<td>CSE 281</td>
<td>Capstone Project I</td>
<td>3</td>
</tr>
<tr>
<td>CSE 300</td>
<td>Operating System Design</td>
<td>3</td>
</tr>
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<td>Introduction to the Theory of Computation</td>
<td>3</td>
</tr>
<tr>
<td>CSE 340</td>
<td>Design and Analysis of Algorithms</td>
<td>3</td>
</tr>
</tbody>
</table>

Required Math and Science courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHM 030</td>
<td>Introduction to Chemical Principles</td>
<td>4</td>
</tr>
<tr>
<td>ENGR 010</td>
<td>Applied Engineering Computer Methods</td>
<td>2</td>
</tr>
<tr>
<td>MATH 021</td>
<td>Calculus I</td>
<td>4</td>
</tr>
<tr>
<td>MATH 022</td>
<td>Calculus II</td>
<td>4</td>
</tr>
<tr>
<td>MATH 023</td>
<td>Calculus III</td>
<td>4</td>
</tr>
<tr>
<td>MATH 205</td>
<td>Linear Methods</td>
<td>3</td>
</tr>
<tr>
<td>MATH 231</td>
<td>Probability and Statistics</td>
<td>3</td>
</tr>
<tr>
<td>PHY 011</td>
<td>Introductory Physics I</td>
<td>5</td>
</tr>
<tr>
<td>&amp; PHY 012</td>
<td>Introductory Physics Laboratory I</td>
<td>5</td>
</tr>
<tr>
<td>PHY 021</td>
<td>Introductory Physics II</td>
<td>5</td>
</tr>
<tr>
<td>&amp; PHY 022</td>
<td>Introductory Physics Laboratory II</td>
<td>5</td>
</tr>
</tbody>
</table>

Required approved electives

CSE courses, not including CSE 042

Science and technology courses, chosen by the student with the approval of the student’s advisor

Humanities and Social Science (HSS) requirements

<table>
<thead>
<tr>
<th>Course</th>
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<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 001</td>
<td>Composition and Literature</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 002</td>
<td>Composition and Literature II</td>
<td>3</td>
</tr>
<tr>
<td>ECO 001</td>
<td>Principles of Economics</td>
<td>4</td>
</tr>
<tr>
<td>CSE 252</td>
<td>Computers, the Internet, and Society</td>
<td>3</td>
</tr>
<tr>
<td>HSS courses that satisfy the Engineering College “breadth and depth” requirements</td>
<td>17</td>
<td></td>
</tr>
</tbody>
</table>

Electives

Free Electives

Total Credits

128

1 The department highly recommends that students give focus to their approved electives by following one of the tracks listed in the department website at www.cse.lehigh.edu/TRACKS

COLLEGE OF ARTS AND SCIENCES
Bachelor of Science in Computer Science
See the distribution requirements (http://catalog.lehigh.edu/coursesprogramsandcurricula/artsandsciences) of the College of Arts and Sciences.

Required Computer Science courses

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<td>Fundamentals of Programming</td>
<td>2</td>
</tr>
<tr>
<td>CSE 017</td>
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<td>Systems Software</td>
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<td>Probability and Statistics</td>
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</tbody>
</table>

Natural science course

Required approved electives

CSE courses, not including CSE 042

Science and technology courses, chosen by the student with the approval of the student’s advisor

Humanities and Social Science (HSS) requirements
credit hours, consisting of the following:

The minor in computer science provides a basic familiarity with the essential elements of computer science. This minor is not available to students majoring in Computer Engineering. The minor requires 17 credit hours, consisting of the following:

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</tr>
<tr>
<td>Required CSE electives, any CSE course except CSE 042, CSE 130, or CSE 252</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Total Credits 46

MINOR IN COMPUTER SCIENCE

The minor in computer science provides a basic familiarity with software development and programming, computer organization, and essential elements of computer science. This minor is not available to students majoring in Computer Engineering. The minor requires 17 credit hours, consisting of the following:

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</tr>
<tr>
<td>CSE courses EXCEPT CSE 042, CSE 130, CSE 252</td>
<td>12</td>
<td></td>
</tr>
</tbody>
</table>

Total Credits 17
CSE 012 Survey of Computer Science 0-3 Credits
Fundamental concepts of computing and "computational thinking": problem analysis, abstraction, algorithms, digital representation of information, and networks. Applications of computing and communication that have changed the world. Impact of computing on society. Concepts of software development using a scripting language such as Python, Perl, or Ruby. Not available to students who have taken CSE 015 or CSE 001.

CSE 017 Programming and Data Structures 3 Credits
Algorithmic design and implementation in a high level, object oriented language, such as Java. Classes, subclasses, recursion, searching, sorting, linked lists, trees, stacks, queues.
Prerequisites: CSE 002 and (CSE 015 and CSE 012 or (ENGR 010) or ENGR 097)
Attribute/Distribution: MA

CSE 042 (EMC 042) Game Design 3 Credits
Modern topics in game design: Finite State Machines, iterative design process, systems and interactivity, designing rules for digital games, emergence in games, games as Schemas of Uncertainty, games as Information Theory Schemas, games as Information Systems, games as Cybernetic Systems. The course does not count as a technical elective for minors in Computer Science, Computer Science and Business, or Computer Engineering.

CSE 109 Systems Software 4 Credits
Advanced programming and data structures, including dynamic structures, memory allocation, data organization, symbol tables, hash tables, B-trees, data files. Object-oriented design and implementation of simple assemblers, loaders, interpreters, compilers, and translators. Practical methods for implementing medium-scale programs.
Prerequisites: CSE 017 or CSE 018

CSE 130 Technical Presentation 1 Credit
Oral and written communication of information in computer science. Technical writing; structure, style, and delivery of oral presentations; use of visual aids.
Prerequisites: CSE 017 or CSE 018
Can be taken Concurrently: CSE 017, CSE 018

CSE 190 Special Topics 1-3 Credits
Supervised reading and research. Consent of department required.

CSE 202 Computer Organization and Architecture 3 Credits
Interaction between low-level computer architectural properties and high-level program behaviors: instruction set design; digital logic and assembly language; processor organization; the memory hierarchy; mulcore and GPU architectures; and processor interrupt/exception models. Credit will not be given for both CSE 201 and CSE 202.
Prerequisites: CSE 017 or CSE 018

CSE 216 Software Engineering 3 Credits
The software lifecycle; lifecycle models; software planning; testing; specification methods; maintenance. Emphasis on team work and large-scale software systems, including oral presentations and written reports.
Prerequisites: CSE 109

CSE 241 Database Systems and Applications 3 Credits
Design of large databases: Integration of databases and applications using SQL and JDBC; transaction processing; performance tuning; data mining and data warehouses. Not available to students who have credit for CSE 341 or IE 224.
Prerequisites: CSE 017 or CSE 018

CSE 252 Computers, the Internet, and Society 3 Credits
An interactive exploration of the current and future role of computers, the Internet, and related technologies in changing the standard of living, work environments, society and its ethical values. Privacy, security, depersonalization, responsibility, and professional ethics; the role of computer and Internet technologies in changing education, business modalities, collaboration mechanisms, and everyday life.

CSE 261 (MATH 261) Discrete Structures 3 Credits
Topics in discrete structures chosen for their applicability to computer science and engineering. Sets, propositions, induction, recursion; combinatorics; binary relations and functions; ordering, lattices and Boolean algebra; graphs and trees; groups and homomorphisms. Various applications.
Prerequisites: (MATH 021 or MATH 031 or MATH 051 or MATH 076)
Attribute/Distribution: MA

CSE 262 Programming Languages 3 Credits
Use, structure and implementation of several programming languages.
Prerequisites: CSE 017 or CSE 018

CSE 264 Web Systems Programming 3 Credits
Practical experience in designing and implementing modern Web applications. Concepts, tools, and techniques, including: HTTP, HTML, CSS, DOM, JavaScript, Ajax, PHP, graphic design principles, mobile web development. Not available to students who have credit for IE 275.
Prerequisites: CSE 017
Attribute/Distribution: ND

CSE 265 System and Network Administration 3 Credits
Overview of systems and network administration in a networked UNIX-like environment. System installation, configuration, administration, and maintenance; security principles; ethics; network, host, and user management; standard services such as electronic mail, DNS, and WWW; file systems; backups and disaster recovery planning; troubleshooting and support services; automation, scripting; infrastructure planning.
Prerequisites: CSE 017 or CSE 018

CSE 271 Programming in C and the Unix Environment 3 Credits
C language syntax and structure. C programming techniques.
Prerequisites: CSE 017 or CSE 018

CSE 272 Programming Languages 3 Credits
Various applications.
Prerequisites: CSE 262

CSE 280 Apprentice Teaching 1-4 Credits
Supervised reading and research. Consent of department required.

CSE 300 Apprentice Teaching 1-4 Credits
Principles of artificial language description and design. Sentence parsing techniques, including operator precedence, bounded-context, and syntax-directed recognizer schemes. The semantic problem as it relates to interpreters and compilers. Dynamic storage allocation, table grammars, code optimization, compiler-writing languages.
Prerequisites: (CSE 109)

CSE 303 Operating System Design 3 Credits
Process and thread programming models, management, and scheduling. Resource sharing and deadlocks. Memory management, including virtual memory and page replacement strategies. I/O issues in the operating system. File system implementation. Multiprocessing. Computer security as it impacts the operating system.
Prerequisites: ECE 201 or (CSE 201 or CSE 202) and CSE 109
CSE 307 (BIOE 307) Structural Bioinformatics 3 Credits
Computational techniques and principles of structural biology used to examine molecular structure, function, and evolution. Topics include: protein structure alignment and prediction; molecular surface analysis; statistical modeling; Q SAR; computational drug design; influences on binding specificity; protein-ligand, -protein, and -DNA interactions; molecular simulation, electrostatics. Tutorials on UNIX systems and research software support an interdisciplinary collaborative project in computational structural biology. Credit will not be given for both CSE 307 and CSE 407. Must have junior standing or higher.
Prerequisites: BIOS 120 or CSE 109 or CHM 113 or MATH 231

CSE 308 (BIOE 308) Bioinformatics: Issues and Algorithms 3 Credits
Computational problems and their associated algorithms arising from the creation, analysis, and management of bioinformatics data. Genetic sequence comparison and alignment, physical mapping, genome sequencing and assembly, clustering of DNA microarray results in gene expression studies, computation of genomic rearrangements and evolutionary trees. Credit will not be given for both CSE 308 (BIOE 308) and CSE 408 (BIOE 408). No prior background in biology is assumed.
Prerequisites: CSE 017 or CSE 018

CSE 313 Computer Graphics 3 Credits
Computer graphics for animation, visualization, and production of special effects: displays, methods of interaction, images, image processing, color, transformations, modeling (primitives, hierarchies, polygon meshes, curves and surfaces, procedural), animation (keyframing, dynamic simulation), rendering and realism (shading, texturing, shadows, visibility, ray tracing), and programmable graphics hardware.
Prerequisites: CSE 109 and (MATH 043 or MATH 205 or MATH 242)

CSE 318 Introduction to the Theory of Computation 3 Credits
Formal study of theoretical computational models: finite automata, pushdown automata, and Turing machines. Study of formal languages: regular, context-free, and decidable languages.
Prerequisites: CSE 261 or MATH 261

CSE 319 Image Analysis and Graphics 3 Credits
State-of-the-art techniques for fundamental image analysis tasks: feature extraction, segmentation, registration, tracking, recognition, search (indexing and retrieval). Related computer graphics techniques: modeling (geometry, physically-based, statistical), simulation (data-driven, interactive), animation, 3D image visualization, and rendering. Credit will not be given for both CSE 319 and CSE 419.
Prerequisites: CSE 313

CSE 320 (BIOE 320) Biomedical Image Computing and Modeling 3 Credits
Biomedical image modalities, image computing techniques, and imaging informatics systems. Understanding, using, and developing algorithms and software to analyze biomedical image data and extract useful quantitative information: Biomedical image modalities and formats: image processing and analysis; geometric and statistical modeling; image informatics systems in biomedicine. Credit will not be given for both CSE 320 and CSE 420.
Prerequisites: (MATH 205 or MATH 043) and CSE 017
Attribute/Distribution: ND

CSE 326 Pattern Recognition 3 Credits
Bayesian decision theory and the design of parametric and nonparametric classifiers: linear (perceptrons), quadratic, nearest-neighbors, neural nets. Machine learning techniques: boosting, bagging. High-performance machine vision systems: segmentation, contextual analysis, adaptation. Students carry out projects, e.g. on digital libraries and vision-based Turing tests. Credit will not be given for both CSE 326 and CSE 426.
Prerequisites: CSE 109 and CSE 340 and MATH 205 and MATH 231

CSE 327 (COGS 327) Artificial Intelligence Theory and Practice 3 Credits
Introduction to the field of artificial intelligence: Problem solving, knowledge representation, reasoning, planning and machine learning. Use of AI systems or languages. Advanced topics such as natural language processing, vision, robotics, and uncertainty. CSE 261 is recommended.
Prerequisites: (CSE 001 and CSE 002) or CSE 017

CSE 331 User Interface Systems and Techniques 3 Credits
Principles and practice of creating effective human-computer interfaces. Design and user evaluation of user interfaces; design and use of interface building tools. Programming projects using a variety of interface building tools to construct and evaluate interfaces.
Prerequisites: CSE 017

CSE 332 Multimedia Design and Development 3 Credits
Analysis, design and implementation of multimedia software, primarily for e-learning courses or training. Projects emphasize user interface design, content design with storyboards or scripts, creation of graphics, animation, audio and video materials, software development using high level authoring tools. Consent of instructor.
Prerequisites: CSE 012 or CSE 015 or ENGR 001

CSE 334 Software System Security 3 Credits
Survey of common software vulnerabilities: buffer overflows, format string attacks, cross-site scripting, and botnets. Discussion of common defense mechanisms: static code analysis, reference monitors, language-based security, secure information flow, and others. Credit will not be given for both CSE 334 and CSE 434.
Prerequisites: CSE 109 and CSE 262

CSE 335 Topics on Intelligent Decision Support Systems 3 Credits
Intelligent decision support systems (IDSSs). AI techniques that are used to build IDSSs: case-based reasoning, decision trees and knowledge representation. Applications of these techniques: helpdesk systems, e-commerce, and knowledge management. Credit will not be given for both CSE 335 and CSE 435.
Prerequisites: CSE 327 or CSE 109

CSE 336 (ECE 336) Embedded Systems 3 Credits
Prerequisites: CSE 017 or CSE 018

CSE 337 Reinforcement Learning 3 Credits
Algorithms for automated learning from interactions with the environment to optimize long-term performance. Markov decision processes, dynamic programming, temporal-difference learning, Monte Carlo reinforcement learning methods. Credit will not be given for both CSE 337 and CSE 437.
Prerequisites: MATH 231 and CSE 109

CSE 340 (MATH 340) Design and Analysis of Algorithms 3 Credits
Algorithms for searching, sorting, manipulating graphs and trees, finding shortest paths and minimum spanning trees, scheduling tasks, etc.: proofs of their correctness and analysis of their asymptotic runtime and memory demands. Designing algorithms: recursion, divide-and-conquer, greediness, dynamic programming, limits on algorithm efficiency using elementary NP-completeness theory. Credit will not be given for both CSE 340 (Math 340) and CSE 441 (Math 441).
Prerequisites: (MATH 022 or MATH 096 or MATH 032) and (CSE 261 or MATH 261)
CSE 341 Database Systems, Algorithms, and Applications 3 Credits
Design of large databases; normalization; query languages (including SQL); Transaction-processing protocols; Query optimization; performance tuning; distributed systems. Not available to students who have credit for CSE 241.
Prerequisites: CSE 017

CSE 342 Fundamentals of Internetworking 4 Credits
Architecture and protocols of computer networks. Protocol layers; network topology; data-communication principles, including circuit switching, packet switching and error control techniques; sliding window protocols; protocol analysis and verification; routing and flow control; local and wide area networks; network interconnection; client-server interaction; emerging networking trends and technologies; topics in security and privacy.
Prerequisites: CSE 109

CSE 343 Network Security 3 Credits
Overview of network security threats and vulnerabilities. Techniques and tools for detecting, responding to and recovering from security incidents. Fundamentals of cryptography. Hands-on experience with programming techniques for security protocols. Credit will not be given for both CSE 343 and CSE 443.
Prerequisites: CSE 265 or CSE 303 or CSE 342

CSE 345 WWW Search Engines 3 Credits
Study of algorithms, architectures, and implementations of WWW search engines; Information retrieval (IR) models; performance evaluation; properties of hypertext crawling, indexing, searching and ranking; link analysis; parallel and distributed IR; user interfaces. Credit will not be given for both CSE 345 and CSE 445.
Prerequisites: CSE 109

CSE 347 Data Mining 3 Credits
Overview of modern data mining techniques: data cleaning; attribute and subset selection; model construction, evaluation and application. Fundamental mathematics and algorithms for decision trees, covering algorithms, association mining, statistical modeling, linear models, neural networks, instance-based learning and clustering covered. Practical design, implementation, application, and evaluation of data mining techniques in class projects. Credit will not be given for both CSE 347 and CSE 447.
Prerequisites: (CSE 017 or CSE 018) and (MATH 231 or ECO 045) Can be taken Concurrently: ECO 045

CSE 348 AI Game Programming 3 Credits
Contemporary computer games: techniques for implementing the program controlling the computer component; using Artificial Intelligence in contemporary computer games to enhance the gaming experience: pathfinding and navigation systems; group movement and tactics; adaptive games, game genres, machine scripting language for game designers, and player modeling. Credit will not be given for both CSE 348 and CSE 448.
Prerequisites: CSE 327 or CSE 109

CSE 350 Special Topics 3 Credits
Selected topics in the field of computer science not included in other courses.
Repeat Status: Course may be repeated.
Prerequisites: MATH 205

CSE 360 Introduction to Mobile Robotics 3 Credits
Algorithms employed in mobile robotics for navigation, sensing, and estimation. Common sensor systems, motion planning, robust estimation, bayesian estimation techniques, Kalman and Particle filters, localization and mapping. Credit will not be given for both CSE 360 and CSE 460.
Prerequisites: MATH 205 or MATH 023 or MATH 231

CSE 363 Network Systems Design 3 Credits
Design principles and issues of network systems. Traditional protocol processing systems and latest network processor/processing technologies. Packet processing, protocol processing, classification and forwarding, switching fabrics, network processors, and network systems design tradeoffs.
Prerequisites: CSE 342

CSE 375 Principles of Practice of Parallel Computing 3 Credits
Parallel computer architectures, parallel languages, parallelizing compilers and operating systems. Design, implementation, and analysis of parallel algorithms for scientific and data-intensive computing. Credit is not given for both CSE 375 and CSE 475.
Prerequisites: (ECE 201 or CSE 201) or CSE 303 or CSE 202 Can be taken Concurrently: ECE 201, CSE 201, CSE 303, CSE 202

CSE 379 Senior Project 3 Credits
Design, implementation, and evaluation of a computer science capstone project conducted by student teams working from problem definition to testing and implementation; written progress reports supplemented by oral presentations. Must have senior standing.

CSE 389 Honors Project 1-8 Credits
CSE 392 Independent Study 1-3 Credits
An intensive study, with report, of a topic in computer science which is not treated in other courses. Consent of instructor required.
Repeat Status: Course may be repeated.

CSE 401 (ECE 401) Advanced Computer Architecture 3 Credits
Design, analysis and performance of computer architectures; high-speed memory systems; cache design and analysis; modeling cache performance; principle of pipeline processing, performance of pipelined computers; scheduling and control of a pipeline; classification of parallel architectures; systolic and data flow architectures; multiprocessor performance; multiprocessor interconnections and cache coherence.

CSE 403 Advanced Operating Systems 3 Credits
Principles of operating systems with emphasis on hardware and software requirements and design methodologies for multi-programming systems. Global topics include the related areas of process management, resource management, and file systems.
Prerequisites: CSE 303

CSE 404 (ECE 404) Computer Networks 3 Credits
Study of architecture and protocols of computer networks. The ISO model; network topology; data-communication principles, including circuit switching, packet switching and error control techniques; sliding window protocols, protocol analysis and verification; routing and flow control; local area networks; network interconnection; topics in security and privacy.

CSE 405 Advanced Programming Languages 3 Credits
Basic ideas behind modern programming language design, with a focus on functional languages: type systems, modularity, operational semantics, and others. Students need to have some mathematical maturity, including familiarity with proof techniques such as induction.

CSE 406 Research Methods 3 Credits
Technical writing, reading the literature critically, analyzing and presenting data, conducting research, making effective presentations, and understanding social and ethical responsibilities. Topics drawn from probability and statistics, use of scripting languages, and conducting large-scale experiments. Must have first-year status in either the CS or CompE Ph. D. program.

CSE 407 (BIOE 407) Structural Bioinformatics 3 Credits
Computational techniques and principles of structural biology used to examine molecular structure, function, and evolution. Topics include: protein structure alignment and prediction; molecular surface analysis; statistical modeling; QSAR; computational drug design; influences on binding specificity; protein-ligand, -protein, and -DNA interactions; molecular simulation, electrostatics. This course, a version of 307 for graduate students, requires advanced assignments and a collaborative project. Credit will not be given for both CSE 307 and 407. Consent of instructor required.
CSE 408 (BIOE 408) Bioinformatics: Issues and Algorithms 3 Credits
Computational problems and their associated algorithms arising from the creation, analysis, and management of bioinformatics data. Genetic sequence comparison and alignment, physical mapping, genome sequencing and assembly, clustering of DNA microarray results in gene expression studies, computation of genomic rearrangements and evolutionary trees. This course, a version of 308 for graduate students requires advanced assignments. Credit will not be given for both BIOE 308 (CSE 308) and BIOE 408 (CSE 408). No prior background in biology is assumed.
Prerequisites: CSE 017 or CSE 018

CSE 409 Theory of Computation 3 Credits
Finite automata. Pushdown automata. Relationship to definition and parsing of formal grammars. Credits will not be given for both CSE318 and CSE409.
Prerequisites: CSE 318 or CSC 318

CSE 411 Advanced Programming Techniques 3 Credits
Deeper study of programming and software engineering techniques. The majority of assignments involve programming in contemporary programming languages. Topics include memory management, GUI design, testing, refactoring, and writing secure code.

CSE 419 Image Analysis and Graphics 3 Credits
State-of-the-art techniques for fundamental image analysis tasks; feature extraction, segmentation, registration, tracking, recognition, search (indexing and retrieval). Related computer graphics techniques: modeling (geometry, physically-based, statistical), simulation (data-driven, interactive), animation, 3D image visualization, and rendering. This course, a graduate version of CSE 319, requires additional advanced assignments. Credit will not be given for both CSE 319 and CSE 419.

CSE 420 (BIOE 420) Biomedical Image Computing and Modeling 3 Credits
Biomedical image modalities, image computing techniques, and imaging informatics systems. Understanding, using, and developing algorithms and software to analyze biomedical image data and extract useful quantitative information: Biomedical image modalities and formats; image processing and analysis; geometric and statistical modeling; image informatics systems in biomedicine. This course, a graduate version of BIOE 320, requires additional advanced assignments. Credit will not be given for both BIOE 320 and BIOE 420.
Prerequisites: MATH 205 and CSE 109
Attribute/Distribution: ND

CSE 424 Advanced Communication Networks 3 Credits
Current and emerging research topics in communication networks: network protocols, network measurement, internet routing, network security, adhoc and sensor networks, disruption tolerant networks. Lecture, readings, and discussion, plus a project.
Prerequisites: (CSE 342 or CSE 404) and MATH 231

CSE 426 Pattern Recognition 3 Credits
Bayesian decision theory and the design of parametric and nonparametric classifiers: linear (perceptrons), quadratic, nearest-neighbors, neural nets. Machine learning techniques: boosting, bagging. High-performance machine vision systems: segmentation, contextual analysis, adaptation. Students carry out projects, e.g. on digital libraries and vision-based Turing tests. This course, a version of CSE 326 for graduate students requires advanced assignments. Credit will not be given for both CSE 326 and CSE 426.

CSE 428 Semantic Web Topics 3 Credits
Theory, architecture and applications of the Semantic Web. Issues in designing distributed knowledge representation languages, ontology development, knowledge acquisition, scalable reasoning, integrating heterogeneous data sources, and web-based agents.

CSE 431 Intelligent Agents 3 Credits
Principles of rational autonomous software systems. Agent theory; agent architectures, including logic-based, utility-based, practical reasoning, and reactive; multi-agent systems; communication languages; coordination methods including negotiation and distributed problem solving; applications.

CSE 432 Object-Oriented Software Engineering 3 Credits
Design and construction of modular, reusable, extensible and portable software using statically typed object-oriented programming languages (Eiffel, C++, Objective C). Abstract data types; genercity, multiple inheritance; use and design of software libraries; persistence, and object-oriented databases; impact of object-oriented programming on the software life cycle.

CSE 434 Software System Security 3 Credits
Survey of common software vulnerabilities: buffer overflows, format string attacks, cross-site scripting, and botnets. Discussion of common defense mechanisms: static code analysis, reference monitors, language-based security, secure information flow, and others. The graduate version differs from the undergraduate version by requiring advanced assignments and projects. Credit will not be given for both CSE 334 and CSE 434. Must have graduate standing in Computer Science or consent of instructor.

CSE 435 Topics on Intelligent Decision Support Systems 3 Credits
AI techniques used to build IDSSs: case-based reasoning, decision trees and knowledge representation. Applications: helpdesk systems, e-commerce, and knowledge management. This course, a version of CSE 335 for graduate students, requires research projects and advanced assignments. Credit will not be given for both CSE 335 and CSE 435.

CSE 437 Reinforcement Learning and Markov Decision Processes 3 Credits
Formal model based on Markov decision processes for automated learning from interactions with stochastic, incompletely known environments. Markov decision processes, dynamic programming, temporal-difference learning, Monte Carlo reinforcement learning methods. Credit will not be given for both CSE 337 and CSE 437. Must have graduate standing in Computer Science or have consent of instructor.

CSE 441 (MATH 441) Advanced Algorithms 3 Credits
Algorithms for searching, sorting, manipulating graphs and trees, scheduling tasks, finding shortest path, matching patterns in strings, cryptography, matroid theory, linear programming, max-flow, etc., and their correctness proofs and analysis of their time and space complexity. Strategies for designing algorithms, e.g. recursion, divide-and-conquer, greediness, dynamic programming. Limits on algorithm efficiency are explored through NP completeness theory. Quantum computing is briefly introduced. Credit will not be given for both CSE 340 (MATH 340) and CSE 441 (MATH 441).

CSE 443 Network Security 3 Credits
Overview of network security threats and vulnerabilities. Techniques and tools for detecting, responding to and recovering from security incidents. Fundamentals of cryptography. Hands-on experience with programming techniques for security protocols. This course, a version of CSE 343 for graduate students, requires research projects and advanced assignments. Credit will not be given for both CSE 343 and CSE 443.
Prerequisites: (CSE 404 or ECE 404) or CSE 265 or CSE 303 or CSE 342

CSE 445 WWW Search Engines 3 Credits
Study of algorithms, architectures, and implementations of WWW search engines. Information retrieval (IR) models; performance evaluation; properties of hypertext crawling, indexing, searching and ranking; link analysis; parallel and distributed IR; user interfaces. This course, a version of CSE 345 for graduate students, requires research projects and advanced assignments. Credit will not be given for both CSE 345 and CSE 445.
CSE 447 Data Mining 3 Credits
Modern data mining techniques: data cleaning; attribute and subset selection; model construction, evaluation and application. Algorithms for decision trees, covering algorithms, association rule mining, statistical modeling, model and regression trees, neural networks, instance-based learning and clustering covered. This course, a version of CSE 347 for graduate students, requires research projects and advanced assignments. Credit will not be given for both CSE 347 and CSE 447.

CSE 450 Special Topics 3 Credits
Selected topics in computer science not included in other courses.
Repeat Status: Course may be repeated.

CSE 460 Mobile Robotics 3 Credits
Algorithms employed in mobile robotics for navigation, sensing, and estimation. Common sensor systems, motion planning, robust estimation, Bayesian estimation techniques, Kalman and particle filters, localization and mapping. This course, a version of CSE 360 for graduate students will require an independent project to be presented in class. Credit will not be given for both CSE 360 and CSE 460.
Prerequisites: MATH 023 and MATH 205 and MATH 231
Can be taken Concurrently: MATH 231

CSE 475 Principles and Practice of Parallel Computing 3 Credits
Parallel computer architectures, parallel languages, parallelizing compilers and operating systems. Design, implementation, and analysis of parallel algorithms for scientific and data-intensive computing. This is a graduate version of CSE 375. As such, it will require additional assignments. Credit is not given for both CSE 375 and CSE 475.

CSE 490 Thesis 1-6 Credits
Thesis.
Repeat Status: Course may be repeated.

CSE 491 Research Seminar 1-3 Credits
Regular meetings focused on specific topics related to the research interests of department faculty. Current research will be discussed. Students may be required to present and review relevant publications. Consent of instructor required.
Repeat Status: Course may be repeated.

CSE 492 Independent Study 1-3 Credits
An intensive study, with report of a topic in computer science that is not treated in other courses. Consent of instructor required.
Repeat Status: Course may be repeated.

CSE 499 Dissertation 1-15 Credits